

GREG DEL SAVIO

compositing | motion graphics | visual effects

PERSONAL INFORMATION

Greg Del Savio

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BASED IN: **San Francisco**, (can also work remotely for clients based anywhere)

PROFILE

10 years experience in compositing and creating motion graphics. This experience has enhanced my ability to work quickly and efficiently, while still pushing to create something that is at the cutting edge of the medium. Also during this time, I also have developed the team skills necessary to collaborate and develop new ideas. Collaborating with others has only strengthened the ability and drive to make my own work better.

Availability of software and the wide variety of client needs (from web to television) in recent years has enabled me to become much more of a multi-disciplined artist. Being able to work on projects that vary wildly in their needs with various tools has been quite gratifying. I am constantly looking to grow and learn from those around me, and perhaps teach the people around me along the way.

SHOWREEL

Please visit <http://gregdelsavio.com> you can watch my showreel of compositing, vfx and motion graphics work.

CREATIVE SKILLS

Compositing of visual effects and 3D elements
2.5D compositing and animation in After Effects
Motion graphics and animation
Motion tracking for 3D and planar tracking
Compositing for stereoscopic video

Video stabilization
Keying of green screen footage
Rotoscoping
Photography

SOFTWARE USED

After Effects
Cinema 4d
Photoshop
Illustrator
Mocha Pro

Nuke
Boujou
The Foundry's CameraTracker
Premiere
Final Cut Pro

EDUCATION

Academy of Art University (2001)
fxPHD Cinema 4d/Nuke Training (2007)
The University of Scranton (1995)

EMPLOYMENT HISTORY

Eveo - Lead Compositor - August 2010 to Today - Currently, I am the Compositing Lead for the Animation/Video Department. Responsibilities include: supervision of other compositors on various projects, implementation of motion graphics in compositing situation, asset creation, stereoscopic compositing

Eveo - Compositor - May 2009 - 2010 - Joined Eveo as a full time compositor for the Animation/Video Department. Responsibilities included: implementation of motion graphics in compositing situation, asset creation, editing and creation of animatics.

Freelance Vfx/Motion Graphics/Compositing – April 2007 to April 2009 - Started working with Eveo on a contract basis. Also worked for various smaller companies/individuals on motion graphics, design and compositing gigs.

Freelance Graphic Design/Animation/Compositing – May 2002 to April 2007 - Worked on various smaller graphic design/animation/compositing projects on a freelance basis in Tampa, Florida and San Francisco.

Don McDonald & Sons NYC - Graphic Design – February 1997 to June 1998 - Worked as a graphic designer for a small deal gift company in New York City.

Grey Advertising NYC - Media Planner – January 1995 to January 1997 - Worked as a media planner for Grey Advertising in New York City.

PROJECTS WORKED

Scosch MyTrek - iPhone app/iOS Device for keeping track of your daily workout.

A 60 second video showing the app and the actual product in action. I was co-supervisor on the video shoot, lead compositor responsible for screen replacements, stabilization of footage, rotoscoping and I helped to implement the motion graphics

Golf Sensei - iPhone/iPad app/iOS Device for working on and improving your golf swing.

Another 60 second video showing the app and the actual product in action. I was lead compositor responsible for stabilization of footage, rotoscoping, implementation of motion graphics and matte painting creation.

Amgen MOA/MOD's - various MOA/MOD's for client Amgen

During my time at Eveo, I have worked on several projects for pharmaceutical client Amgen. This includes several stereoscopic computer animations for display at trade shows and distribution to prospective clients. Projects include work on Prolia and Epogen.

Genentech MOA/MOD's - various MOA/MOD's for client Amgen

During my time at Eveo, I have also worked on many animation projects for Genentech. This includes basic animations, as well as stereoscopic work. Projects include work on several Rituxan animations, as well as Lapatinib and Tarceva.

Sunovion MOA - Latuda Stereoscopic and Mono MOA

Worked on a stereoscopic MOA for a drug called Latuda. This stereoscopic gig used Live Action video and motion graphics, 2.5D stereo shots built in After Effects and traditional 3D stereoscopic elements.

Avaya 2010 Annual Meeting

A company needed an exciting, adrenaline-filled intro to open their 2010 annual meeting. The only direction given to us is that the intro had a 'flight' theme, and needed to feature a fighter jet, wind tunnel, and dogfights. We came up with a concept of an old fighter plane emerging from blueprint schematics, and then transforming into a futuristic fighter jet that represented them. The jet then takes off and effectively blows away the competition before taking off into space.